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| EXAMINER | |
|---|---|
| HEFFINGTON, JOHN M | |
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**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

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| Office Action Summary | Application No. | Applicant(s) | |
|---|---|---|---|
| | 10/789,016 | OLANDER ET AL. | |
| | Examiner | Art Unit | |
| | John M. Heffington | 2109 | |

*-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --*

**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

**Status**

1)☒ Responsive to communication(s) filed on *27 February 2004*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

**Disposition of Claims**

4)☒ Claim(s) *1-67* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-67* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

**Application Papers**

9)☐ The specification is objected to by the Examiner.

10)☒ The drawing(s) filed on *27 February 2004* is/are: a)☒ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

**Priority under 35 U.S.C. § 119**

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

**Attachment(s)**

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

## DETAILED ACTION

This action is in response to the original filing of February 27, 2004. Claims 1-67 are pending and have been considered below.

1. Applicant is advised that should claims 2-4 will be found allowable, claims 22-24 will be objected to under 37 CFR 1.75 as being a substantial duplicate thereof. When two claims in an application are duplicates or else are so close in content that they both cover the same thing, despite a slight difference in wording, it is proper after allowing one claim to object to the other as being a substantial duplicate of the allowed claim. See MPEP § 706.03(k).

### *Claim Rejections - 35 USC § 101*

2. 35 U.S.C. 101 reads as follows:

> Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

Claim 67 is rejected under 35 U.S.C. 101 because the claimed invention is directed to non-statutory subject matter. The claim discloses a signal which is not a process, machine, manufacture or composition of matter and is therefore non-statutory.

### *Claim Rejections - 35 USC § 102*

3. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

4. Claims 1, 2, 4, 9-13 17, 22, 24, 34, 39, 41-45, 49, 50, 51, 53, 58, 59, 60-62, 66 and 67 are rejected under 35 U.S.C. 102(b) as being anticipated by Geary (Graphic Java).

Claim 1, 50 and 67: Geary discloses a method of rendering a graphical user interface (GUI) comprising:

a. providing for the representation of the GUI as a set of objects wherein the objects are organized in a logical hierarchy; (pages 25-26) [classes and super classes]
b. associating a theme with a first object in the set of objects (page 317, Pluggable Look and Feel) (page 353, Themes);
c. rendering the first object according to the theme (page 318, figure 7-1) (page 353, Themes);
d. rendering any descendents of the first object according to the theme (page 318, figure 7-1);
e. wherein any descendents of the first object can override the theme (page 320, Look and Feels) [Swings pluggable look-and-feel architecture allows a component to be fitted with default properties, such as border, colors, and fonts from another component. As a result, a text area can be made to look and feel like a label.]; and

f. wherein one of the set of objects can communicate with another of the set of objects (page 28-33, The JApplet Class) [an applet can communicate with anyone of its children components].

Claim 34: Geary discloses a method for rendering a graphical user interface (GUI), comprising:

a. providing for the representation of the GUI as a plurality of objects wherein the objects are organized in a logical hierarchy (pages 25-26) [classes and super classes];
b. associating a first theme with a first object in the plurality of objects (page 317, Pluggable Look and Feel) (page 353, Themes);
c. rendering the first object according to the first theme (page 318, figure 7-1) (page 353, Themes);
d. associating a second theme with a second object in the plurality of objects (page 317, Pluggable Look and Feel) (page 353, Themes);
e. rendering the second object according to the second theme (page 318, figure 7-1) (page 353, Themes); and
f. wherein the second object is a descendant of the first object (page 318, figure 7-1).

Claim 2, 22, 39 and 51: Geary discloses the method of claim 1 wherein: one of the set of objects can respond to an event raised by another of the set of objects (page 258-262, Event Listener Lists).

Claim 4, 24, 41 and 53: Geary disclose the method of claim 1 wherein: a control can have an interchangeable rendering mechanism (page 317, Pluggable Look and Feel) (page 353, Themes).

Claims 9, 42 and 58: Geary discloses the method of claims 1 and 34 wherein: an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button (page 9, J Components).

Claim 10 and 59: Geary discloses the method of claim 1 wherein: associating the theme with the first object can occur when the first object is rendered (page 317, Pluggable Look and Feel) (page 336, figure 7-6) [Figure 7-6 shows an applet that can change look and feel upon the selection of radio buttons. Therefore, the theme is associated with the applet at render time.].

Claims 11, 43 and 60: Geary discloses the method of claims 1 and 34 wherein: the first object inherits the theme from a parent object (page 318, figure 7-1) [Figure 7-1 shows

a panel with several children or descendents. These children inherit the look and feel from the parent.].

Claims 12, 44 and 61: Geary discloses he method of claims 1 and 34 wherein: the theme specifies the appearance and/or functioning of an object in the GUI (page 317, Pluggable Look and Feel).

Claims 13, 45 and 62: Geary discloses the method of claim 1 and 34 wherein: rendering the first object according to the theme can be accomplished in parallel with rendering of other objects (page 318, figure 7-1) [The parent components and child components are rendered simultaneously, i.e. in parallel.].

Claims 17, 49 and 66: Geary discloses the method of claims 1, 34 and 50 wherein: the GUI is part of a portal on the World Wide Web (page 28-33) [JApplets are a type of portal.].

### *Claim Rejections - 35 USC § 103*

5. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

6. Claims 3, 23, 40 and 52 are rejected under 35 U.S.C. 103(a) as being unpatentable over Geary (Graphic Java) in view of Haefel (Enterprise Java Beans).

Claim 3, 23, 40 and 52: Geary discloses a method of rendering a GUI as in claim 1 above but does not disclose that a control or an object can have an interchangeable persistence mechanism. Haefel discloses container managed persistence in which an enterprise Java beans (EJB) persistence is managed by the container that is using the container (page 154, Container Managed Persistence). Any container may use an EJB, therefore, an EJB container is interchangeable. Therefore, it would have been obvious to one having ordinary skill in the art to add an interchangeable persistence mechanism, since GUIs can be represented by EJBs, to Geary. One would have been motivated to use an interchangeable persistence mechanism in order to remove the task of persistence from the responsible of the GUI programmer and to increase the flexibility of the use of the GUI, i.e. other containers may have access to the GUI.

7. Claims 5, 6, 7, 8, 18, 19-21, 25-29, 33, 35-38, 54, 55, 56 and 57 are rejected under 35 U.S.C. 103(a) as being unpatentable over Geary in view of Schildt (Java 2, The Complete Reference).

Claims 5, 6, 7, 35-37, 54, 55 and 56: Geary discloses a method for rendering a GUI as in claims 1, 34, and 50 above but does not disclose accepting an hypertext transport protocol (HTTP) request from a web browser. Schildt discloses that a servlet can

receive an HTTP from a web browser request (page 951, Life Cycle of a Servlet). Therefore, it would have been obvious to one having ordinary skill in the art to add accepting an HTTP request from a web browser to Geary. Servlets are often used to render GUIs and to receive HTTP requests from GUIs. One would have been motivated to add receiving an HTTP request from a browser to Geary in order that a JApplet may communicate with the browser that the JApplet is running in.

Claims 8, 38 and 57: Geary discloses a method for rendering a GUI as in claims 1, 35 and 50 above, but does not disclose generating a response. Schildt discloses that a servlet can generate an HTTP response (page 951, Life Cycle of a Servlet). Servlets are often used to generate GUIs and to send HTTP responses in response to an HTTP request. Therefore, it would have been obvious to one having ordinary skill in the art to add generating an HTTP response to Geary. One would have been motivated to add generating an HTTP response to Geary in order for the JApplet to communicate with the browser that is running the JApplet.

Claim 18: Geary discloses a method for rendering a GUI comprising:

a. associating a theme with a first object in the set of objects; (page 17, Pluggable Look and Feel) (page 353, Themes)
b. the objects are organized in a logical hierarchy (page 25-26)
c. rendering the first object according to the theme; (page 17, Pluggable Look and Feel) (page 353, Themes)

d. rendering any descendents of the first object according to the theme (page 318, figure 7-1); and

e. wherein any descendents of the first object can override the theme (page 320, Look and Feels) [Swings pluggable look-and-feel architecture allows a component to be fitted with default properties, such as border, colors, and fonts from another component. As a result, a text area can be made to look and feel like a label.]

but does not disclose

a. accepting a request, and

b. mapping a request to a set of objects that represent the GUI

Schildt discloses that a servlet can receive an HTTP request from a web browser request (page 951, Life Cycle of a Servlet). Therefore, it would have been obvious to one having ordinary skill in the art to add accepting an HTTP request from a web browser to Geary. Servlets are often used to render GUIs and to receive HTTP requests from GUIs. One would have been motivated to add receiving an HTTP request from a browser to Geary in order that a JApplet may communicate with the browser that the JApplet is running in.

Schildt also discloses that a servlet can map an HTTP request to a set of objects that represent a GUI (page 951, Life Cycle of a Servlet). It is common in the art for a servlet

to render a GUI. Therefore, when a servlet receives a request and then the servlet renders a GUI, it is common for a servlet to map a request to a GUI component. Therefore, it would have been obvious to one having ordinary skill in the art to add mapping a request to a set of objects that represent the GUI to Geary. One would have been motivated to add mapping a request to a set of objects that represent the GUI to Geary so that a GUI could communicate on the World Wide Web (WWW).

Claims 19 and 20: Geary discloses a method for rendering a GUI as in claims 18 above but does not disclose accepting an hypertext transport protocol (HTTP) request from a web browser protocol (HTTP) request. Schildt discloses that a servlet can receive an HTTP from a web browser request (page 951, Life Cycle of a Servlet). Therefore, it would have been obvious to one having ordinary skill in the art to add accepting an HTTP request from a web browser to Geary. Servlets are often used to render GUIs and to receive HTTP requests from GUIs. One would have been motivated to add receiving an HTTP request from a browser to Geary in order that a JApplet may communicate with the browser that the JApplet is running in.

Claim 21: Geary discloses the method of claim 18, but does not disclose generating a response. Schildt discloses that a servlet can generate an HTTP response (page 951, Life Cycle of a Servlet). Servlets are often used to generate GUIs and to send HTTP responses in response to an HTTP request. Therefore, it would have been obvious to one having ordinary skill in the art to add generating an HTTP response to Geary. One

would have been motivated to add generating an HTTP response to Geary in order for the JApplet to communicate with the browser that is running the JApplet.

Claim 25: Geary and Schildt disclose the method of claim 18 and Geary further discloses wherein: an object can represent one of: button, text field, menu, table, window, window control, title bar, pop-up window, check-box button, radio button, window frame, desktop, shell, head, body, header, footer, book, page, layout, placeholder, portlet and toggle button (page 9, J Components).

Claim 26: Geary and Schildt disclose the method of claim 18 and Geary further discloses wherein: associating the theme with the first object can occur when the first object is rendered (page 317, Pluggable Look and Feel) (page 336, figure 7-6) [Figure 7-6 shows an applet that can change look and feel upon the selection of radio buttons. Therefore, the theme is associated with the applet at render time.].

Claim 27: Geary and Schildt disclose the method of claim 18 and Geary further discloses wherein: the first object inherits the theme from a parent object (page 318, figure 7-1) [Figure 7-1 shows a panel with several children or descendents. These children inherit the look and feel from the parent.].

Claim 28: Geary and Schildt disclose the method of claim 18 and Geary further discloses wherein: the theme specifies the appearance and/or functioning of an object in the GUI (page 317, Pluggable Look and Feel).

Claim 29: Geary discloses the method of claim 18 and Geary further discloses wherein: rendering the first object according to the theme can be accomplished in parallel with rendering of other objects (page 318, figure 7-1) [The parent components and child components are rendered simultaneously, i.e. in parallel.].

Claim 33: Geary discloses the method of claim 18 and Geary further discloses wherein: the GUI is part of a portal on the World Wide Web (page 28-33) [JApplets are a type of portal.].

8. Claims 30-32 are rejected under 35 U.S.C. 103(a) as being unpatentable over Geary (Graphic Java) in view of Schildt (Java 2) as applied to claims 18 above, and further in view of Zalka (US 2004/0056894 A1).

Claim 30: Geary and Schildt discloses a method of rendering a GUI as in claim 18 above, but does not disclose wherein the theme can be specified in whole or in part by a properties file. Zalka discloses instantiating one or more extensible user interface (UI) windows based on UI window descriptions that are read and interpreted prior to automatically instating the UI windows either at or during application run time. These UI

window descriptions are provided in one or more UI definition files ... (paragraph 0045). Therefore, it would have been obvious to one having ordinary skill in the art to add having UI window descriptions in UI definition files to Geary and Schildt. One would have been motivated to add having UI window descriptions in UI definition files to Geary and Schildt to make GUI properties separate from GUI functionality.

Claim 31: Geary and Schildt disclose a method of rendering a GUI as in claim 30, 46 above but does not disclose wherein the properties file can include at least one of: 1) cascading style sheet; 2) Java Server Page; 3) Extensible Markup Language; 4) text; 5) Hypertext Markup Language; 6) Extensible Hypertext Markup Language; 7) JavaScript; and 8) Flash MX. Zalka discloses UI definitions written using eXtensible Markup Language (XML) (paragraph 0084). Therefore, it would have been obvious to one having ordinary skill in the art to add UI definitions written using eXtensible Markup Language (XML) to Geary and Schildt. One would have been motivated to add UI definitions written using eXtensible Markup Language (XML) to Geary and Schildt because XML is a common language for describing UI look and feel and functionality.

Claim 32: Geary and Schildt disclose a method of rendering a GUI as in claim 30 above but does not disclose but does not disclose wherein the properties file can specify at least one image. Zalka discloses UI definitions written using eXtensible Markup Language (XML). It is common in the art to specify an image in XML. Therefore, it would have been obvious to one having ordinary skill in the art to add UI definitions

written using eXtensible Markup Language (XML) (paragraph 0084) to Geary and Schildt. One would have been motivated to add UI definitions written using eXtensible Markup Language (XML) to Geary and Schildt because XML is a common language for describing UI look and feel and functionality.

9. Claims 14, 15, 16, 46-48, 63, 64 and 65 are rejected under 35 U.S.C. 103(a) as being unpatentable over Geary in view of Zalka (US 2004/0056894 A1).

Claims 14, 46 and 63: Geary discloses a method of rendering a GUI as in claims 1, 34 and 50 above, but does not disclose wherein the theme can be specified in whole or in part by a properties file. Zalka discloses instantiating one or more extensible user interface (UI) windows based on UI window descriptions that are read and interpreted prior to automatically instating the UI windows either at or during application run time. These UI window descriptions are provided in one or more UI definition files ... (paragraph 0045). Therefore, it would have been obvious to one having ordinary skill in the art for to add having UI window descriptions in UI definition files to Geary. One would have been motivated to add having UI window descriptions in UI definition files to Geary to make GUI properties separate from GUI functionality.

Claims 15, 47 and 64: Geary discloses a method of rendering a GUI as in claims 14, 46 and 63 above but does not disclose wherein the properties file can include at least one of: 1) cascading style sheet; 2) Java Server Page; 3) Extensible Markup Language; 4)

text; 5) Hypertext Markup Language; 6) Extensible Hypertext Markup Language; 7) JavaScript; and 8) Flash MX. Zalka discloses UI definitions written using eXtensible Markup Language (XML) (paragraph 0084). Therefore, it would have been obvious to one having ordinary skill in the art to add UI definitions written using eXtensible Markup Language (XML) to Geary. One would have been motivated to add UI definitions written using eXtensible Markup Language (XML) to Geary because XML is a common language for describing UI look and feel and functionality.

Claim 16, 48 and 65: Geary discloses a method of rendering a GUI as in claims 14, 46 and 63 above but does not disclose but does not disclose wherein the properties file can specify at least one image. Zalka discloses UI definitions written using eXtensible Markup Language (XML) (paragraph 0084). It is common in the art to specify an image in XML. Therefore, it would have been obvious to one having ordinary skill in the to add UI definitions written using eXtensible Markup Language (XML) to Geary. One would have been motivated to add UI definitions written using eXtensible Markup Language (XML) to Geary because XML is a common language for describing UI look and feel and functionality.

***Conclusion***

Any inquiry concerning this communication or earlier communications from the examiner should be directed to John M. Heffington whose telephone number is (571)

270-1696. The examiner can normally be reached on Mon - Fri (Alternate Fridays off) 7:30 - 5:00 EST.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Jim Myhre can be reached on (571) 270-1065. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

JMH
5/2/2007

James W. Myhre
Supervisory Patent Examiner